

## Electronic and Board Games Judging Rubric

### Rules and presentation:

- The box must be no larger than 60cm x 40cm x 20cm and the game must weigh less than 8kg including box
- Your electronic game must be presented on a platform that is accessible by all digital devices (PC and Mac and/or Android and/or iOS)
- All parts clearly labelled
- Rules clear and easy to follow
- Age group the game is intended for is identified

<b>Board game Packaging &amp; Labelling</b> <i>(use only for board games)</i>	Sturdy packaging. Visually appealing, great use of colour and design. Clear layout with good display of game content.	Good packaging. Visually good with good use of colour and design. Details of game content evident	Good packaging. Visually acceptable with some use of colour and design. Some details of game content evident.	Packaging holds the contents. Visually uninteresting and little use of colour and design. Minimal details of game content evident.	Packaging flimsy. Visually unappealing. Details of game content not evident.
<b>Digital game Presentation</b> <i>(use only for electronic games)</i>	Easily accessible from any device. Visually appealing, great use of colour and design. Clear layout with good display of game content.	Accessible from only, either computer or tablet devices. Visually good with good use of colour and design. Details of game content evident.	Some restrictions to accessibility on any device. Visually acceptable with some use of colour and design. Some details of game content evident.	Requires specific program/app installation to run. Visually uninteresting and little use of colour and design. Minimal details of game content evident.	Issues with accessibility or running of the game, some merit observed. Visually unappealing. Details of game content not evident.
<b>Science content</b>	A high level of science content and it is stated correctly. Players use an extended range of science facts, skills and processes during the game.	Good science content is present and stated correctly. Players use a good range of science facts, skills and processes during the game.	Science content is present and most stated correctly. Players use a basic range of science facts, skills and processes during the game.	Some science content is present but not always stated correctly. Players use very few science facts, skills and processes during the game.	Science content is very limited or not always stated correctly. Players do not need to use any science facts, skills and processes during the game.
<b>Clarity of rules</b>	All rules are very clearly stated and all points of possible conflict are predicted and solved to the player's understanding.	Most rules are very clearly stated and game can proceed. Most points of possible conflict are predicted and solved.	Most rules are clearly stated and game can proceed at a basic level. Some points of possible conflict are predicted and solved.	Rules are stated but are not all clear. Some points of possible conflict are not predicted or solved.	Rules are not stated. The course of the game is unclear.
<b>Originality of rules</b>	It is a new game idea and has a new or innovative way of proceeding or winning.	It is a new game idea but uses traditional ways of proceeding or winning.	It is loosely based on existing games and has some original ways of proceeding and winning.	It is based on an existing game with some modification to playing and/or winning.	It is a plain copy of an existing game.
<b>Player involvement</b>	All players maintain interest throughout the game. It rewards players who know and use science concepts.	Most players are involved and the game proceeds with interest; more science and skill is needed to keep going.	Most players are involved; the game proceeds smoothly; some science and skill is needed to keep going.	1 or 2 players are involved; some interest is evident; the game proceeds rapidly; lots of chance is involved to win.	Player interest is minimal; the game is over quickly; not all players are involved.